

A MINI PROJECT REPORT ON

"BIG WHEELS SERVICES"

Submitted by

Ms. Rutuja Patil

Mr. Ujjwal Shinde

Mr. Sushant Padwal

Under the Guidance of

Prof. Leena Patil

Submitted to



**SAVITRIBAI PHULE
PUNE UNIVERSITY**

**MASTER OF COMPUTER APPLICATION
SEM - I**



**ASM's IBMR Pune – Institute of Business Management
and Research Pune – 411019
2021-2022**

INDEX

TOPIC		PAGE NO.
CHAPTER 1: INTRODUCTION		4
1.1	Existing System and Need for System	5
1.2	System Scope	6
1.3	Feasibility Study	7
1.4	Operating Environment – Hardware and Software	8
1.5	Detail Description of Technology Used	9
CHAPTER 2: PROPOSED SYSTEM		11
2.1	Proposed System	11
2.2	Objectives of System	12
CHAPTER 3: ANALYSIS & DESIGN		13
3.1	Use Case Diagram	14
3.2	Data Flow Diagram (DFD)	17
3.3	ER Diagram	22
3.4	Sequence Diagram	27
3.5	Table specifications	28

CHAPTER 4: DRAWBACKS AND LIMITATIONS		31
CHAPTER 5: FUTURE ENHANCEMENTS		32
CHAPTER 6: CONCLUSION		33
CHAPTER 7: BIBLIOGRAPHY		34
CHAPTER 8: OUTPUT SCREENS		35
8.1	User interface screens	39
8.2	Output reports with data	40
8.3	Sample program code	47

1. INTRODUCTION

More than two –third of automotive customers indicate that Service Convenience is a determining in selecting a brand or purchasing from a Specific dealership. Consequently, Customer Service and service management is of vital relevance to ensure ongoing Customer loyalty and retention and ultimately, dealer Profitability. Dealer Business Management enables efficient Service order Processing and billing designed for any given number of orders per day. It includes Service requests and Scheduling, Optimization of technicians, tools, and parts as well as their deployment and scheduling. User friendly interfaces provides ease of use and the integration technology

ensure a seamless and smooth business process into OEM channel System, including, job and Package Catalogs, Vehicle history files, Warranty Systems, etc. Service monitoring and analysis increases the Visibility in Overall fixed Operations and helps increases service Capacity utilization, efficiency and decreased operating cost.

Recreation Vehicle service technician inspect, test, service, and replace every system installed in a recreation Vehicle

with the exception of the dry. Both intervals are equally important for properly marinating your Vehicle Remember all Toyota dealerships offer a broad range of Parts and Service. The Driver and Vehicle Licensing Agency, the Driving Standards Agency and the Vehicle and Operator Service Agency Provide Services for 42 million drivers. The Vehicle and Operator Services Agency (VOSA) Provides a range of licensing, testing and enforcement services with the aim of improving the road-worthiness standards of Vehicles ensuring the Compliance of operators and drivers, and supporting the independent Traffic Commissioner. At the moment we are in the very early stages, so it is difficult to put a specific time on the training, but we will keep people informed as plans are developed. The system is very user friendly and it is anticipated that functions of the system will be easily accessed by administrators, academics, students and applicants.

1.1 Existing System and Need for System

When it comes to improving efficiency, productivity and reducing the overall costs involved with a company's vehicle fleet it is essential to have Vehicle Management Software in place. This kind of system contributes and forms a firm basis of effective service providing. When it comes to improving efficiency, productivity and reducing the overall costs involved with a company's vehicle fleet it is essential to have Vehicle Management Software in place. This kind of system contributes and forms a firm basis of effective Software.

The current system for keeping the records of students are through the paperwork it is so difficult for the staff to maintain all such detail records of the students.

- It is less user-friendly.
- If any paper or file get misplace it's too difficult to find it.
- It is difficult to keep whole record safe. It is a time-consuming process.

1.2 System Scope

This system helps the system for easy working. This system is very user-friendly and makes the limited Interface of the user and hence makes the overall system Efficient and fast. This system generates various reports such as, purchase report and stock report. It is totally the Menu-driven system.

1.3 Feasibility Study

Whenever we design a new system, normally the management will ask for a feasibility report of the new system. The management wants to know the technicalities and cost involved in creation of new system.

- **Technical feasibility**
- **Economic feasibility**
- **Physical feasibility**

- **Technical feasibility:** Technical feasibility involves study to establish the technical capability of the system being created to accomplish all requirements to the user. The system should be capable of handling the proposed volume of data and provide users and operating environment to increase their efficiency. Forexample, system should be capable of handling the proposed volume of data and provide users.

- **Economic feasibility:** Economic feasibility involves study to establish the cost benefit analysis. Money spent on the system must be recorded in the form of benefit from the system. The benefits are of two types:
 - **Tangible benefits:** Saving man labour to do tedious tasks save time.
 - **Intangible benefits:** Improves the quality of organization.

- **Physical feasibility:** It involves study to establish the time responses of the new system being created. For e.g., if the new system takes more than one day to prepare crucial finance statement for the management, wherever it was required in an hour, the system fails to provide the same. It should be clearly established that the new system requirements in the form of time responses would be completely met with. It may call for increase in cost. If the required cost is sacrificed then the purpose of the new system may not be achieved even if it was

found to be technically feasible.

1.4 Operating Environment – Hardware and Software

1. Hardware Requirements:

Processor: Intel Pentium IV Processor.

HDD: Min. 4 GB.

RAM: Min. 256 MB.

Printer: HP Laser Jet.

2. Software Requirements:

Operating System: Windows XP.

Front End: JAVA (1.4 or higher).

Back End: Microsoft Access.

1.5 Detail Description of Technology Used

JAVA

Java is a general-purpose, object-oriented programming language developed by Sun Microsystems of USA in 1991. Originally called Oak by James Gosling (one of the inventors of the language). Java was invented for the development of software for consumer electronic devices like TVs, toasters, etc. The main aim had to make java simple, portable and reliable.

Java Authors: James, Arthur Van, and others. Java is a high level, third generation programming language, like C, FORTRAN, Smalltalk, Perl, and many others. You can use Java to write computer applications that play games, store data or do any of the thousands of other things computer software can do. Compared to other programming languages, Java is most similar to C. However, although Java shares much of C's syntax, it is not C. Knowing how to program in C or, better yet, C++, will certainly help you to learn Java more quickly, but you don't need to know C to learn Java. A Java compiler won't compile C code, and most large C programs need to be changed substantially before they can become Java programs. What's most special about Java in relation to other programming languages is that it lets you write special programs called applets, web project etc. that can be downloaded from the Internet and played safely within a web browser. Java language is called as an Object-Oriented Programming language and before beginning for Java, we have to learn the concept of OOPs (Object-Oriented Programming).

In the commercial world, we use Java 2 Enterprise Edition (J2EE) to solve business problems, to develop commercial software, or to provide contract services to other businesses' projects. If a company wants to build an e-business Website using a multitier architecture, it usually involves managers, architects, designers, programmers, testers, and database experts throughout the development lifecycle.

2. PROPOSED SYSTEM

- + In the proposed system all the parameter are considered to maintain neat and easier solution.
- + Our system will overcome this all drawbacks. It will reduce efforts required to manage all records and notices.
- + The main parameter we are going to add is department.
- + The Only need is to fill given forms for retrieving required information.
- + When the admin or the user will add, his department will get differentiate according through it.
- + It helps the students as well as staff to receive faster notice.

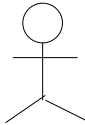



2.2 Objective of System

- + It is very user-friendly and having added more features.
- + It is fully computerized and easy to access.
- + To integrate our students.
- + To develop global partnership.
- + Wastage of energy is avoided.
- + Provide security to data.
- + Wastage of time is avoided.
- + Reduce manpower.
- + Decrease manual mistakes.
- + Easy maintenance of Import and Export document.

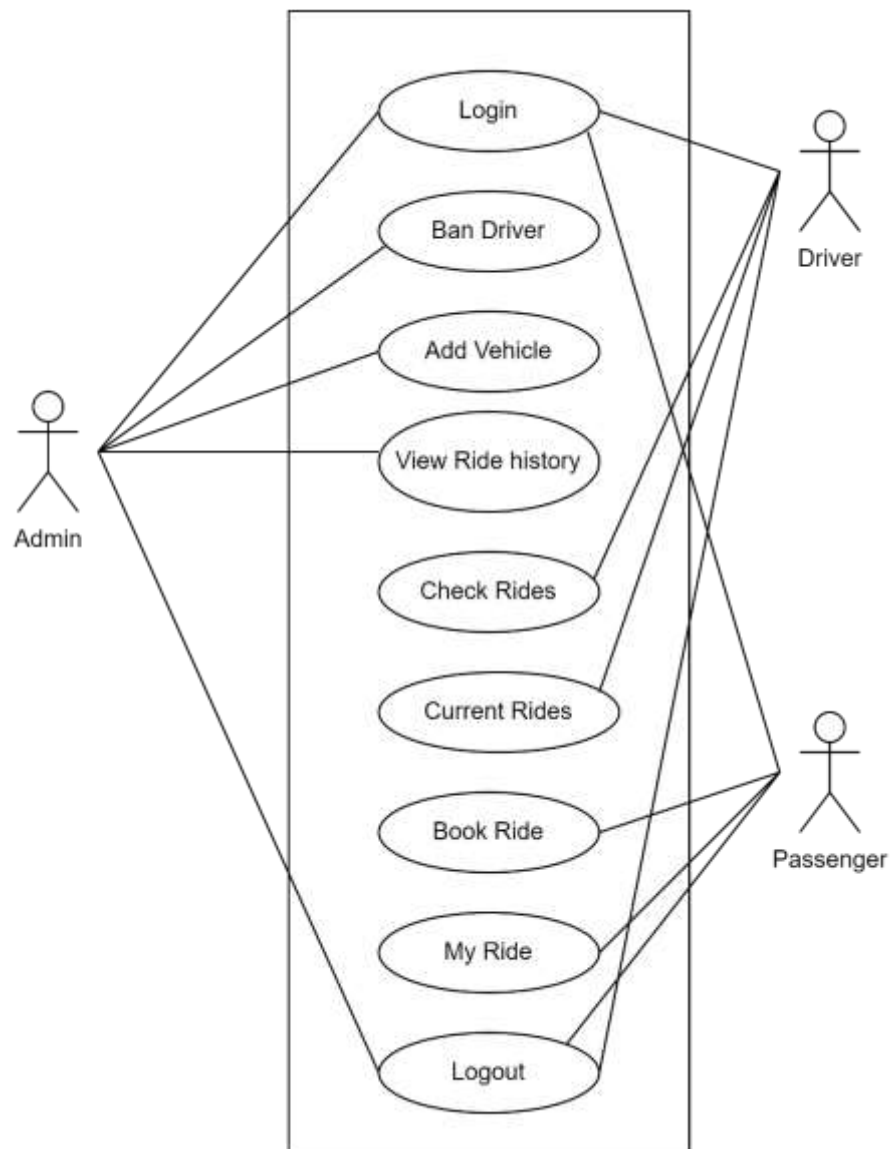
3. ANALYSIS & DESIGN

3.1 USE CASE DIAGRAMS

A use case defines behavioral features of a system. Each use case is named using a verb phrase expresses a goal of the system. A use case diagram shows a set of use cases and actors & their relationships. Use case diagrams address the static use case view of a system. These diagrams are especially important in organizing and modeling the behaviors of a system. It shows the graphical overview of functionality provided by the system intends actor.

Symbol	Symbol Name	Represents
	Actor	It represents a role that human, hardware device or another system plays when it communicates with the system.
	Use Case	It is the description of set of sequences of actions. It represents an action performed by a system.
	Communication Link	Actors may be connected to use cases by associations, indicating that the actor and the use case communicate with one another using message.
	System Boundary	For large and complex systems, each module may be the system boundary. The entire system can span all of these modules depicting the overall system boundary.

Use Case Diagram



DATA FLOW DIAGRAM

Data flow diagram is used to represent data & processes that manipulate it. The data flow diagram enables the software engineer to develop the model of information domain & functional domain at same time. As the DFD is refined into greater levels of details, the analyst performs implicit functional decomposition of the system.

A data flow Diagram (DFD) is one of the popular graphical tools uses to depict the flow of data through a system. DFD shows the processes, data stores, data flow & the source & destination entries. A few simple guidelines can aid immeasurably during derivation of data flow diagram.

1. The level 0 DFD should depict the system as a single bubble.
2. The primary input & output should be carefully noted.
3. Refinement should being by isolating candidate processes, data object & Stores to be represented at the next level.
4. All arrows & bubbles should be labelled with meaningful names.
5. Information flow continuity must be maintained from level to level. One bubble at time should be refined.

TYPES OF DFD's:

There are two types of DFD's as follows: -

- 1). Physical DFD's
- 2). Logical DFD's

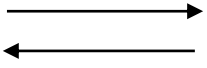

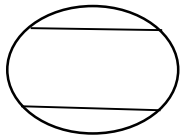
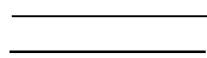
1). Physical DFD's: Physical DFD's depict the physical elements like people, report, documents, departments etc. Physical DFD's shows an implementation dependent view of the system.

2). Logical DFD's: Logical DFD's depict the logical elements like data process & events those are abstract than physical DFD's. Logical DFD's shows an implementation independent view of the system.

CONTEXT DIAGRAM:

The top-level diagram is called as a 'context diagram'. Context diagrams contain single process, but it plays a very important role in studying the current system. Context diagram is constructed to show the highest level model of the system. This is the most general or broadcast picture of the current system. They are too representing the scope or boundaries of the system. Their purpose is identifying what is to include in the system under study.

1). Symbol Used for Data Flow Diagram:

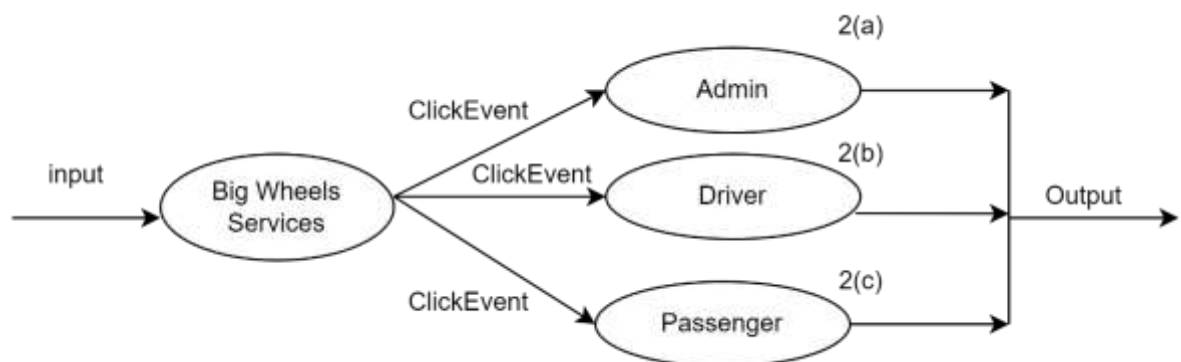
Symbol	Symbol Name	Represents
	External Entity	A Source or destination of data which is external system.
	Data Flow	It is a packet of data. It may be in the form of document, letter, telephone call etc.
	Process	Here flow of data transferred.
	Data Store	Any store data but with no difference to physical method of storing.

3.2 Data Flow Diagram

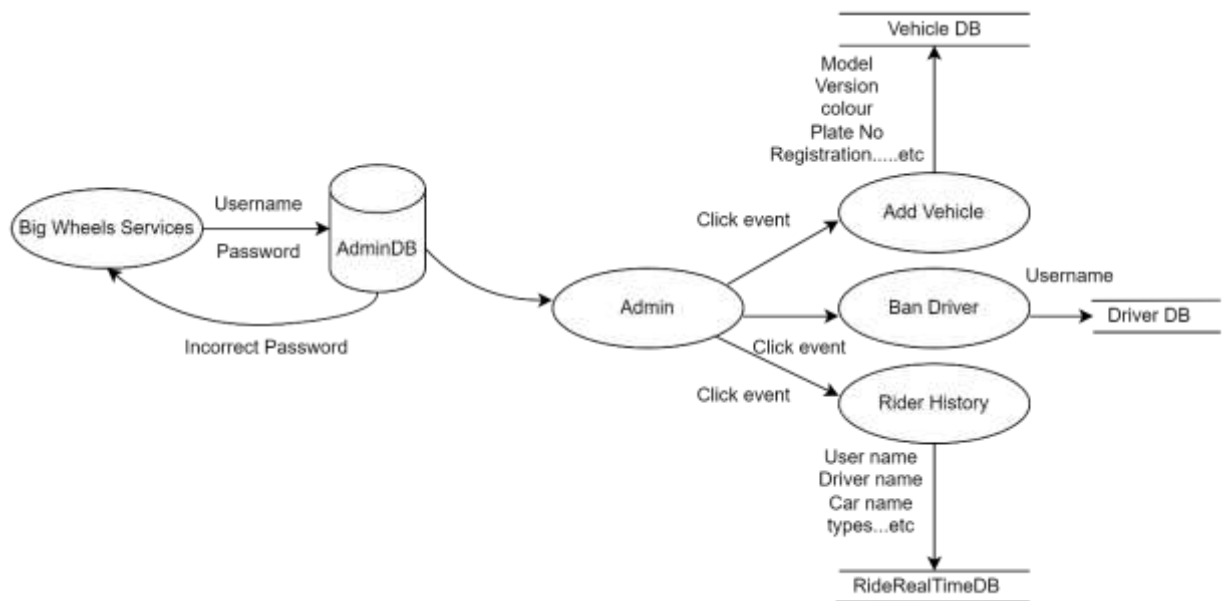
DFD Level - 0 (Context Level)



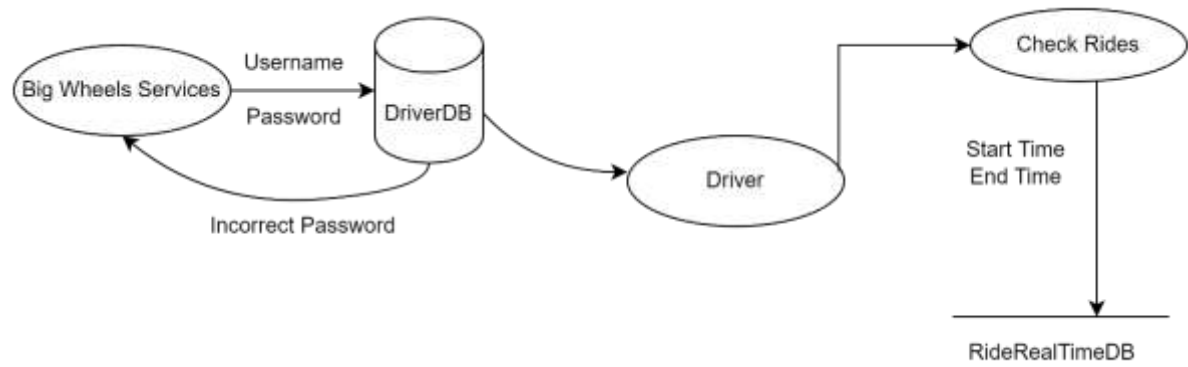
Level - 1



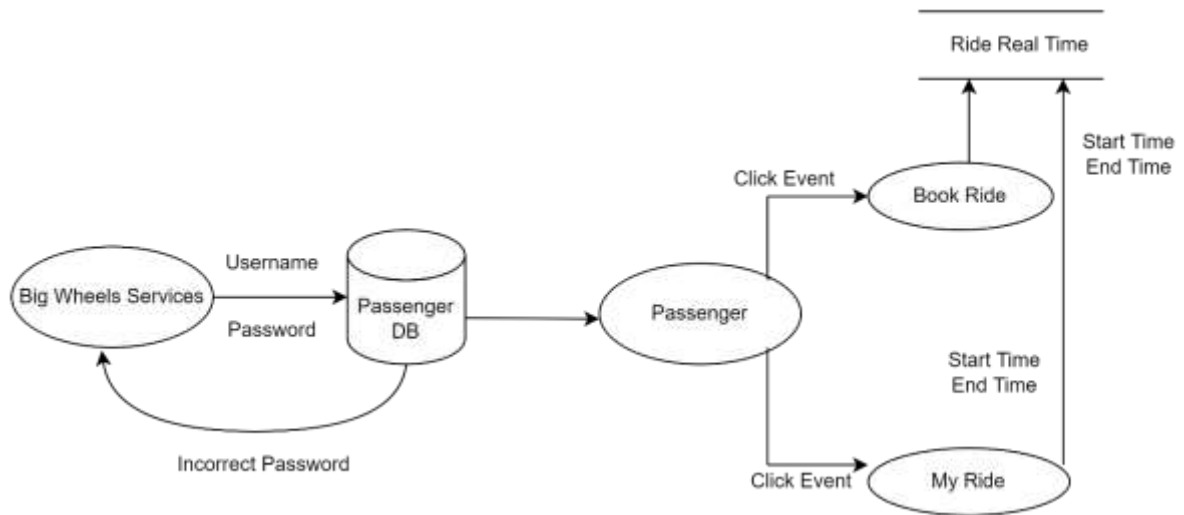
Level 2(a): Admin



Level 2(b): Driver



Level 2(c): Passenger



ENTITY RELATIONSHIP DIAGRAMS

3.3 E-R DIAGRAM

SYMBOL USED IN E-R DIAGRAM:

The E-R model uses few basic concepts in producing an E-R diagram.

These concepts are: -


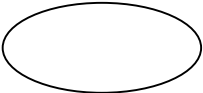
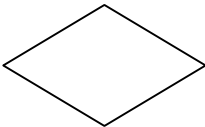
- 1) Entity
- 2) Relationship
- 3) Attribute

1). Entity: An entity is an object or anything, which is distinguishable from objects.

2). Relationship: A relationship is meaningful association, a linking or connection between entities.

3). Attribute: An attribute is any aspect quality or description of either an entity or relationship.

SYMBOL FOR E-R DIAGRAM:

Symbols	Symbol Name	Represents
	Rectangle	Entity Set
	Ellipse	Attribute
	Diamond	Relationship Set

<hr/>	Line	Links between two Entity Set
-------	------	------------------------------

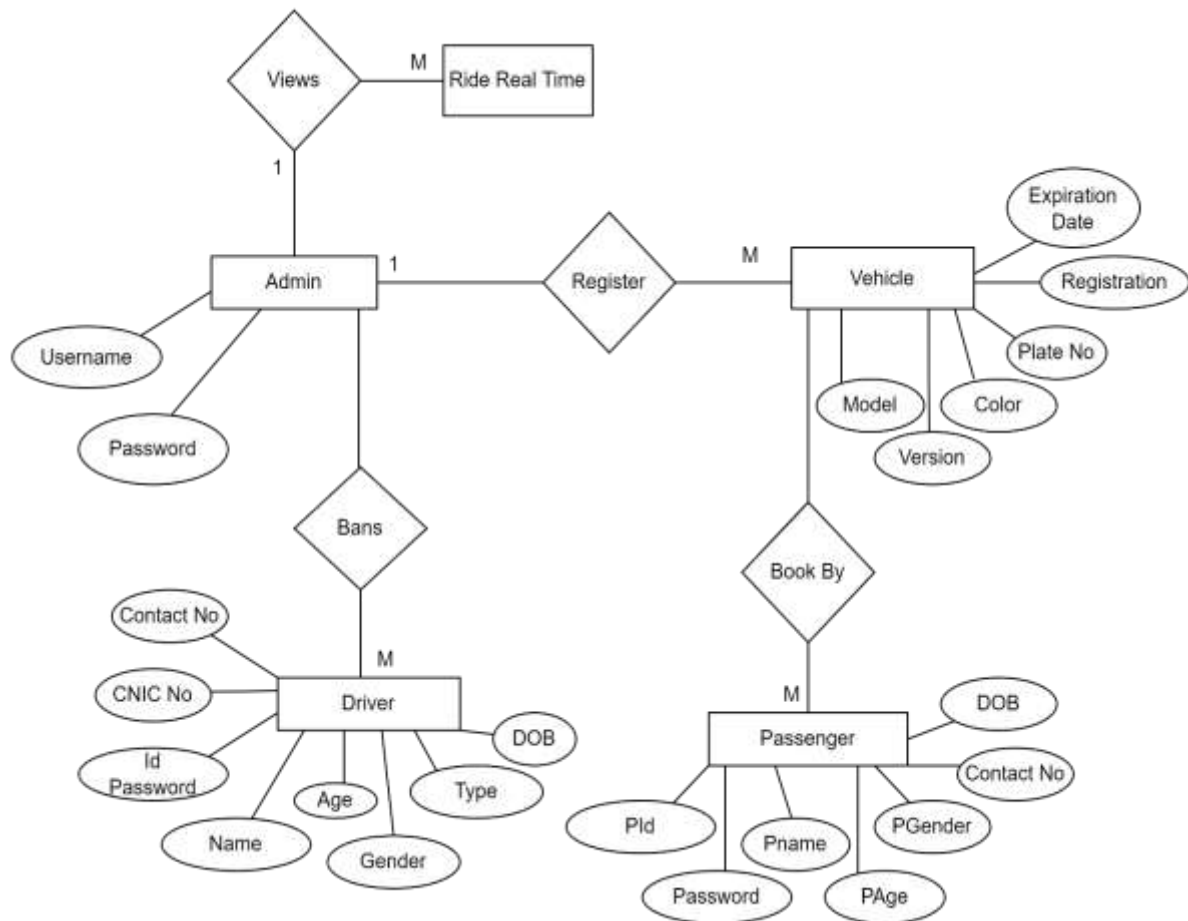
ER Diagram Table

1	Admin
2	Driver
3	Passenger
4	Ride Real Time
5	Vehicle

Multiplicity:

1. One To Many
2. Many To One
3. Many To Many
4. One To one

ER DIAGRAM








SEQUENCE DIAGRAMS

A sequence diagram is a type of interaction diagram because it describes how—and in what order—a group of objects works together. These diagrams are used by software developers and business professionals to understand requirements for a new system or to document an existing process. Sequence diagrams are sometimes known as event diagrams or event scenarios.

Basic symbols and components

To understand what a sequence diagram is, you should be familiar with its symbols and components. Sequence diagrams are made up of the following icons and elements:

SYMBOL	NAME	DISCRIPTION
	Object symbol	Represents a class or object in UML. The object symbol demonstrates how an object will behave in the context of the system. Class attributes should not be listed in this shape.
	Activation box	Represents the time needed for an object to complete a task. The longer the task will take, the longer the activation box becomes.



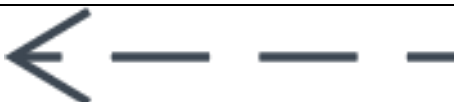

	Actor symbol	Shows entities that interact with or are external to the system.
	Lifeline symbol	Represents the passage of time as it extends downward. This dashed vertical line shows the sequential events that occur to an object during the charted process. Lifelines may begin with a labeled rectangle shape or an actor symbol.
	Alternative symbol	Symbolizes a choice (that is usually mutually exclusive) between two or more message sequences. To represent alternatives, use the labeled rectangle shape with a dashed line inside.

Common message symbols


Use the following arrows and message symbols to show how information is transmitted between objects. These symbols may reflect the start and execution of an operation or the sending and reception of a signal.

SYMBOL	NAME	DISCRIPTION

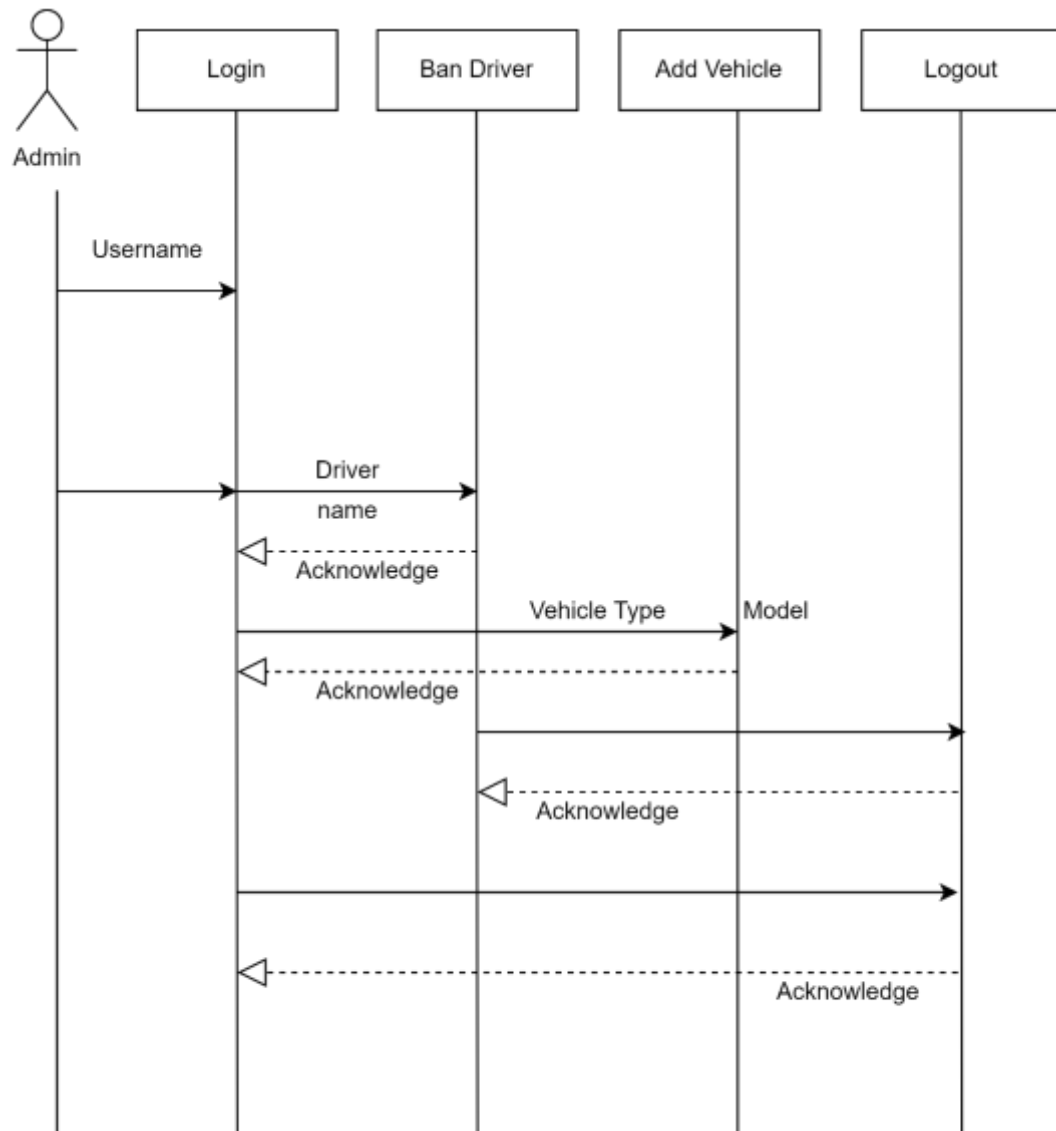
BIG WHEELS SERVICES

	Synchronous message symbol	Represented by a solid line with a solid arrowhead. This symbol is used when a sender must wait for a response to a message before it continues. The diagram should show both the call and the reply.
	Asynchronous message symbol	Represented by a solid line with a lined arrowhead. Asynchronous messages don't require a response before the sender continues. Only the call should be included in the diagram.
	Asynchronous return message symbol	Represented by a dashed line with a lined arrowhead.
	Asynchronous create message symbol	Represented by a dashed line with a lined arrowhead. This message creates a new object.

BIG WHEELS SERVICES

	Delete message symbol	Represented by a solid line with a solid arrowhead, followed by an X. This message destroys an object.
---	-----------------------	--

3.4 SEQUENCE DIAGRAM



3.5 TABLE SPECIFICATION

Admin

Entity Name	Entity type & Size	Constraints	Description
Name	varchar (20)	Not null	
Password	varchar (20)	Not null	
Confirm Password	varchar (20)	Not null	

Driver

Entity Name	Entity type & Size	Constraints
Name	varchar (20)	Not null
Password	varchar (20)	Not null
Age	Int	Not null
Gender	Varchar (20)	Not null
Type	Varchar (20)	Not null
Contact No	Int	Not null
Date Of Birth	Date	Not null

Passenger

Entity Name	Entity type & Size	Constraints
Name	varchar (20)	Not null
Id	Int	Not null
Age	Int	Not null
From	Varchar (20)	Not null
To	Varchar (20)	Not null
Ride Status	Varchar (20)	Not null
Date	Date	Not null

Ride Real Time

Entity Name	Entity type & Size	Constraints
Username	varchar (20)	Not null
Id	Int	Not null
Driver Name	Varchar (20)	Not null
Vehicle Id	Int	Not null
Vehicle Name	Varchar (20)	Not null
From	Varchar (50)	Not null
To	Varchar (50)	Not null
Ride Status	Varchar (20)	Not null
Date	Date	Not null

Vehicle

Entity Name	Entity type & Size	Constraints
Model	varchar (20)	Not null
Color	Varchar (20)	Not null
Plate No	Varchar (20)	Not null
Registration	Varchar (20)	Not null
Vehicle Name	Varchar (20)	Not null
From	Varchar (20)	Not null
To	Varchar (20)	Not null

4. DRAWBACKS AND LIMITATIONS

- **LIMITATIONS:**

The most important limitation of the existing system is its Manual system.

- **Drawbacks:**

1. Time required for validations and updating is more.
2. Accuracy is less and Incomplete also.
3. Checking stock is difficult.
4. Repetition of work is going on.

5. FUTURE ENHANCEMENT

The computerized “purchase, sale & stock control system” is made with the intention to make easy to maintain the records and minimize the drawbacks of the manual System.

Current system is designed in short amount of time so all functionality is not included in the system. More functionality can be included in the system in future to help user of the system. There is no calculator for customers. SMS message alert will be including in this system to help the supplier and customer to know the details status about vehicle tracking.

Advantages of computerized system over Manual system are

1. Computerized system is completely menu driven
2. System thus user can operate easily.
3. Time required is very less to make and search the records.
4. Computerized system generates various online records.
5. It reduces the data inconsistency and redundancy
6. Computerized system is very helpful to display all the records.

6. CONCLUSION

The package was designed in such a way that future modifications can be done easily. The following conclusions can be deduced from the development of the project.

- Automation of the entire system improves the efficiency
- It provides a friendly graphical user interface which proves to be better when compared to the existing system.
- It gives appropriate access to the authorized users depending on their permissions.
- It effectively overcomes the delay in communications.
- Updating of information becomes so easier.
- System security, data security and reliability are the striking features.
- The System has adequate scope for modification in future if it is necessary.

This project work holds a very important place in my life because it has given me my first chance to get a look and feel of the environment. During development of this system module I learn new technologies, which would serve me in future. We have tried our level best to develop a system according to user requirement. The “Big Wheels Services” system has been developed with due sincerity and diligence by following standard development practices. The system delivered functionality as required by the customer satisfaction. The system has proved for the organization popularity between its customer and owner. Also, we can't ignore the drawbacks and limitation of our system and in future we will make the enhancement on the system. Altogether it was a great experience, and we have learned a lot during system develop.

7.BIBLIOGRAPHY

The following books were referred during the analysis and execution phase of the project:

1. MICROSOFT .NET WITH C# (Microsoft .net series).
2. ASP .NET 2.0 PROFESSIONAL (Wrox Publishers).
3. ASP .NET WITH C# 2005 (Apress Publications).
4. C# COOK BOOK (O reilly Publications).
5. PROGRAMMING MICROSOFT ASP .NET 2.0 APPLICATION(Wrox Professional Guide).
6. BEGINNING ASP .NET 2.0 E-COMMERCE IN C# 2005 (Noviceto Professional).

WEBSITES

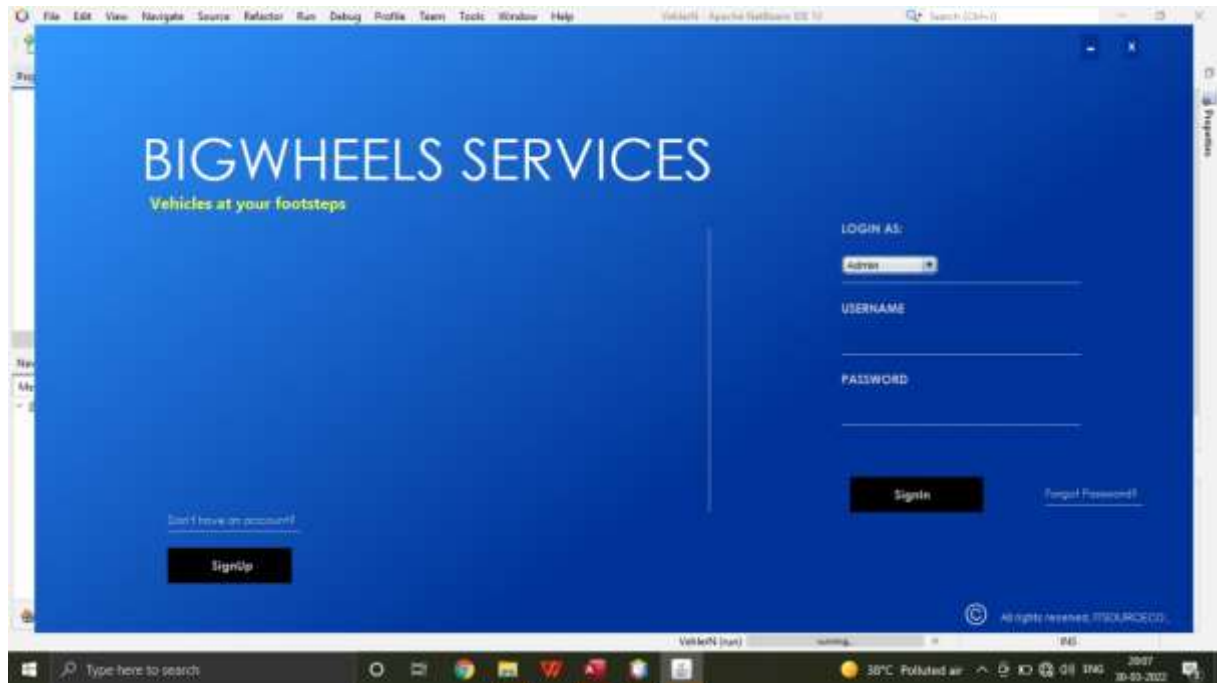
1. www.google.com
2. www.microsoft.com

Reference Books

- The complete Reference – Herbert Schildt, Patrick Naughton.
- Java 6 Programming – Black Book – Kogent.
- Core Java Vol.II – Advanced Features – Cay Harstmann, Gary Cornell.
- Database System Concept– Sudarshan & Siebrecht & Koh
- Software Engineering.
- A Practitioner's Approach–Roger.S. Pressman.

8.OUTPUT SCREENS

8.1 User Interface Screens



BIG WHEELS SERVICES

ITSC

Home Manage Schedules

Home Manage Schedules

Add Vehicle

Scan Driver

Rides History

Settings

Log Out

Type: ☐ Car ☐ Rickshaw ☐ Bus

Model:

Version:

Color:

Plate No:

Registration Date:

Expiration Date:

Vehicle Name:

Save

3 items |

Type here to search

32°C Clear 10:40 AM 10-10-2022

BIG WHEELS SERVICES

ITSC

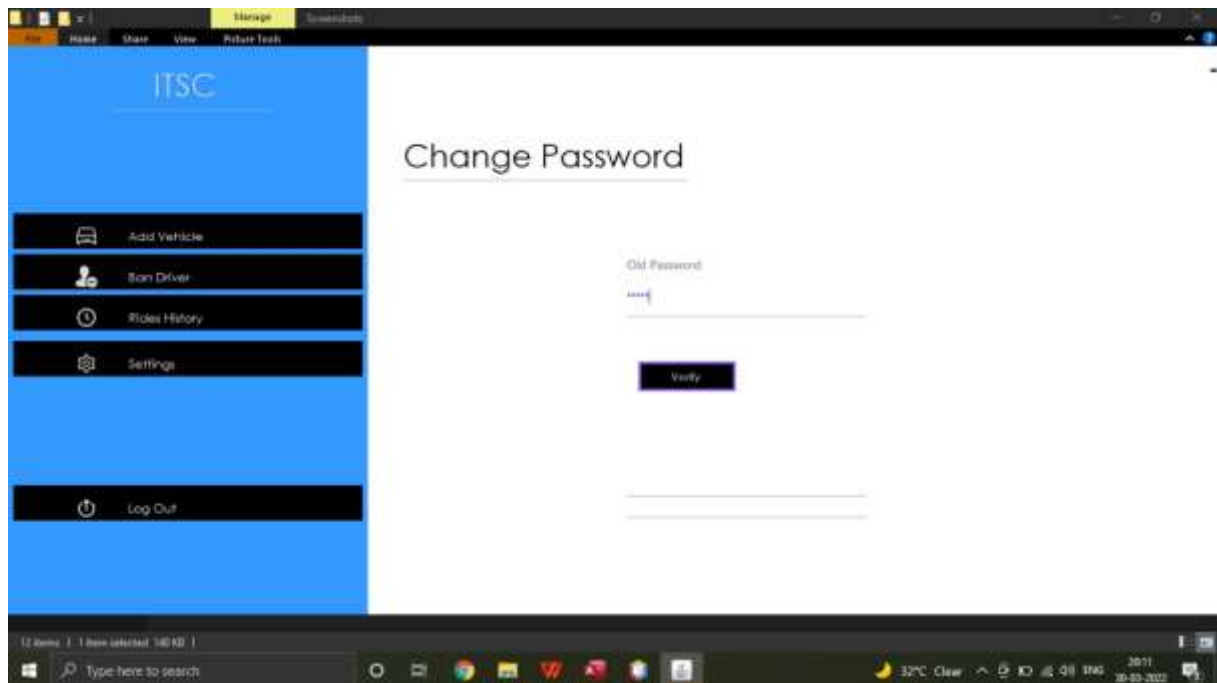
Here's list of Vehicle's Rides

Date	Username	VehiclePlate	PUsename	From	To	StaffTime	EndTime	RideStatus	RideType	Rate
james	1203-2021	juan	Binalagan	Himamala	Himamala			Full		1
maxo	null	deepak	Himamala	Himamala				Full		1
mano	null	shiv	Binalagan	Binalagan				Full		1
mano	null	juan	Domagum	Himamala				Full		1
mano	null	juan	Himamala	Himamala				Full		1
mano	null							Full		1

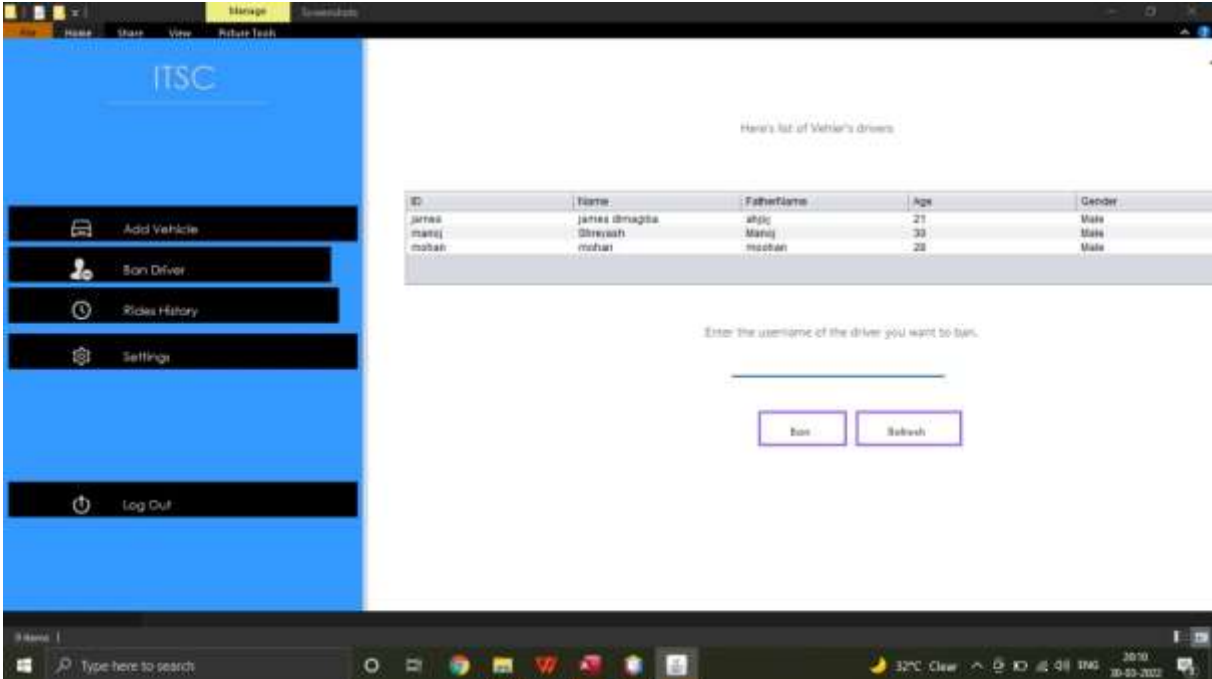
Log Out

32°C Clear 2010-03-03-2022

BIG WHEELS SERVICES



8.2 Output Reports with Data



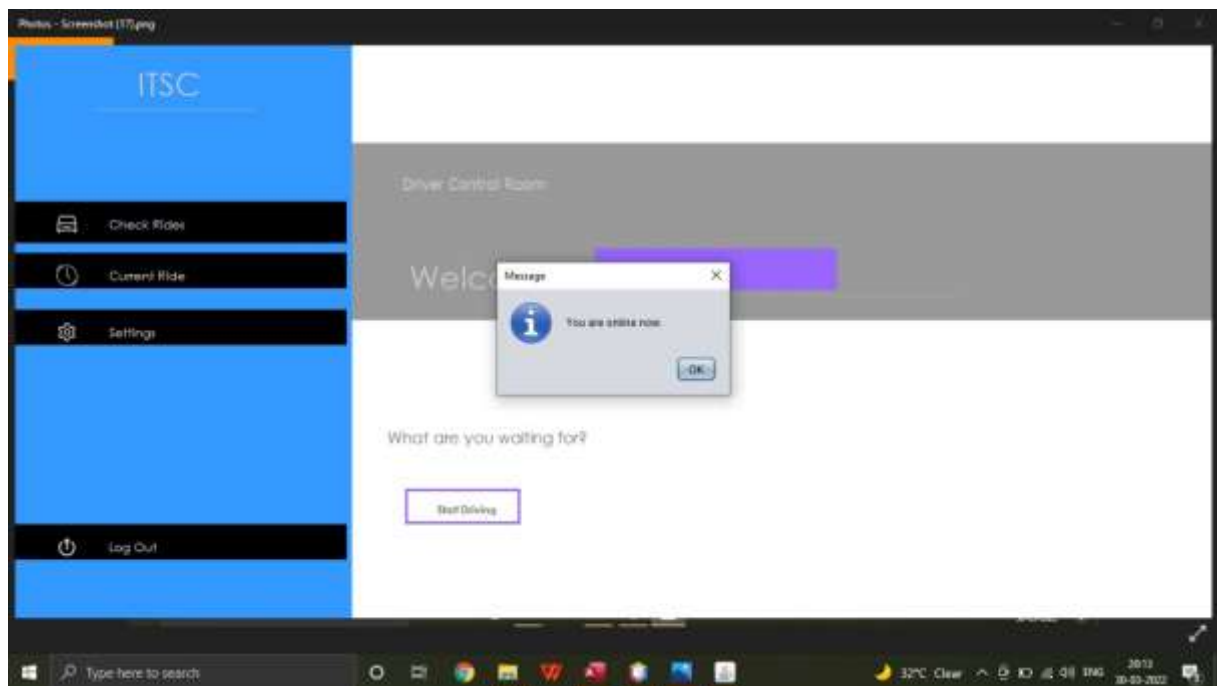
The screenshot displays the ITSC application interface. On the left is a blue sidebar with navigation options: Add Vehicle, Add Driver, Rides History, Settings, and Log Out. The main content area shows a heading "Here's list of Vehicle's drivers" above a table. Below the table is a login section with a text input field and "Sign In" and "Refresh" buttons.

ID	Name	FatherName	Age	Gender
james	james dimagla	ahijc	21	Male
maricj	Shreyash	Manoj	33	Male
mohan	mohan	mochan	23	Male

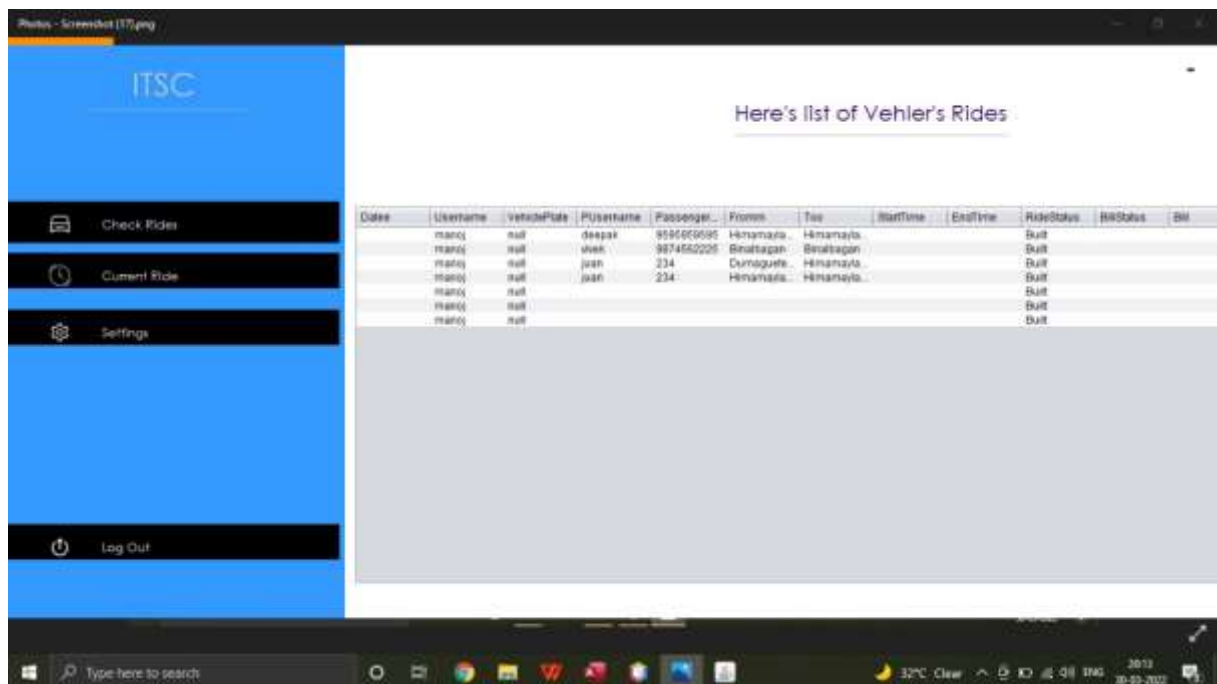
Enter the username of the driver you want to turn.

Sign In Refresh

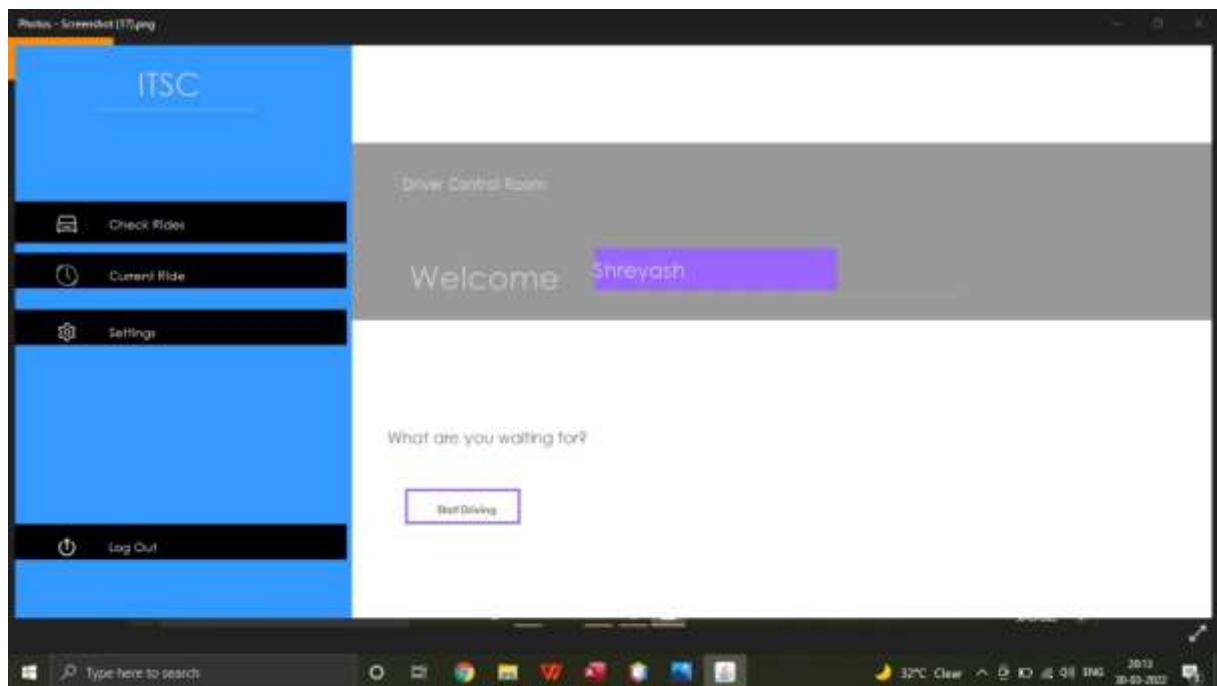
BIG WHEELS SERVICES



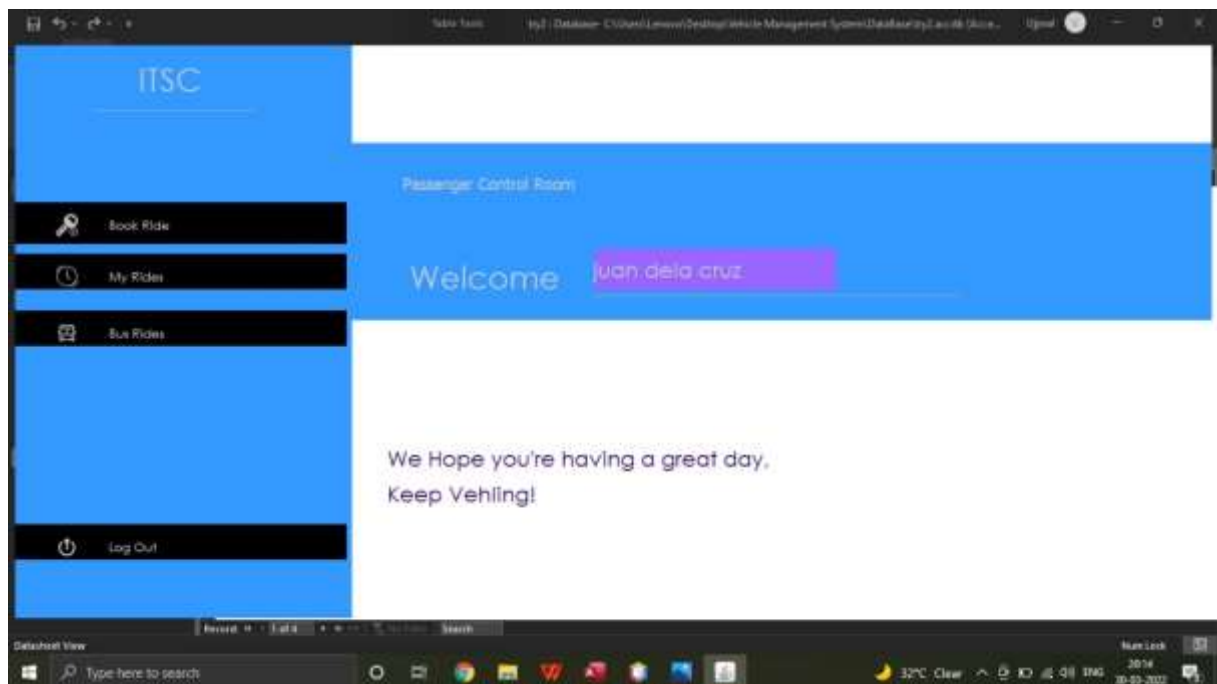
BIG WHEELS SERVICES



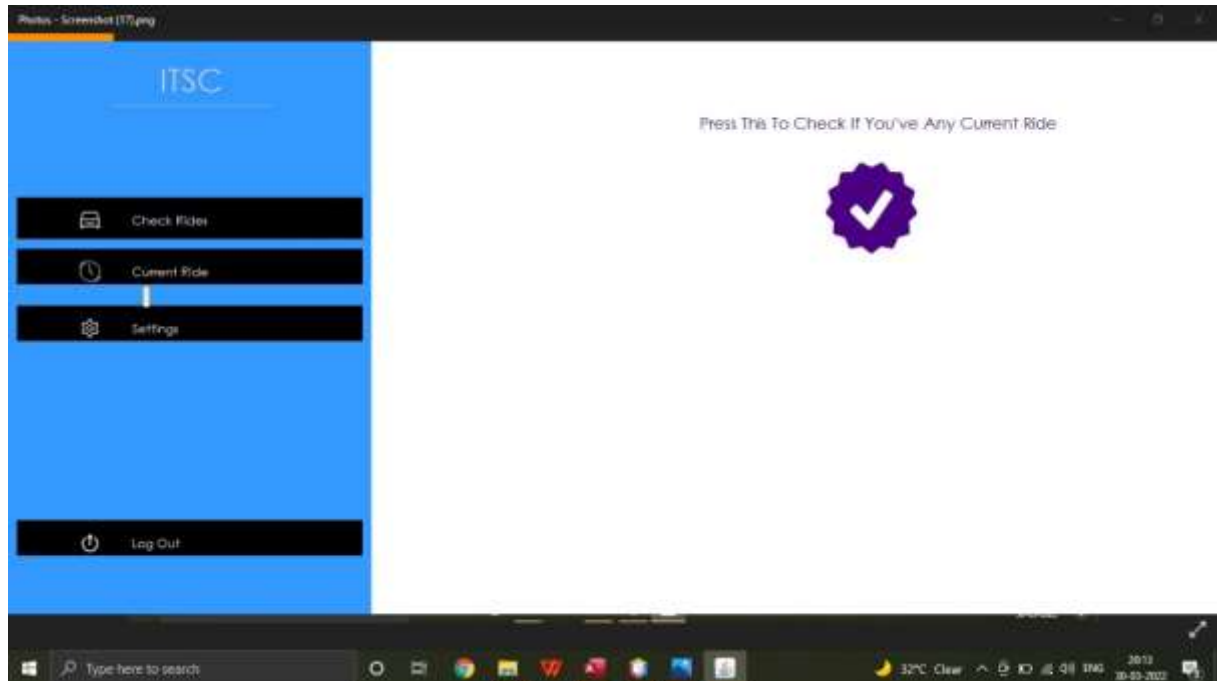
BIG WHEELS SERVICES



BIG WHEELS SERVICES



BIG WHEELS SERVICES

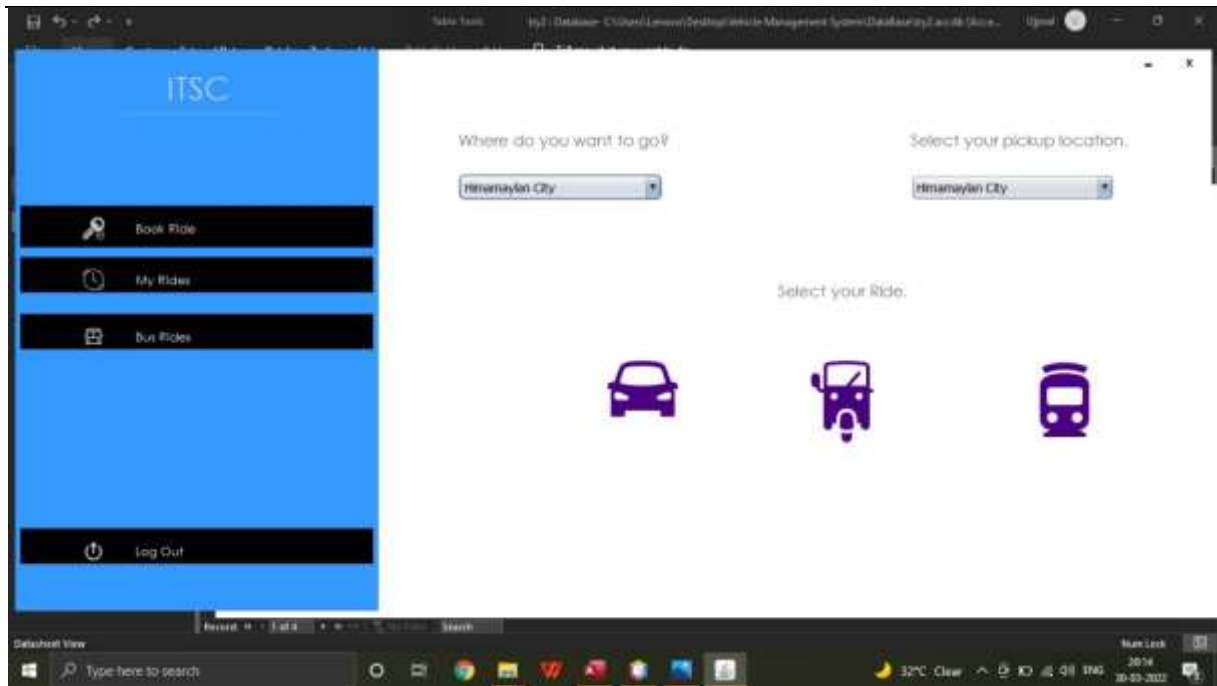


BIG WHEELS SERVICES

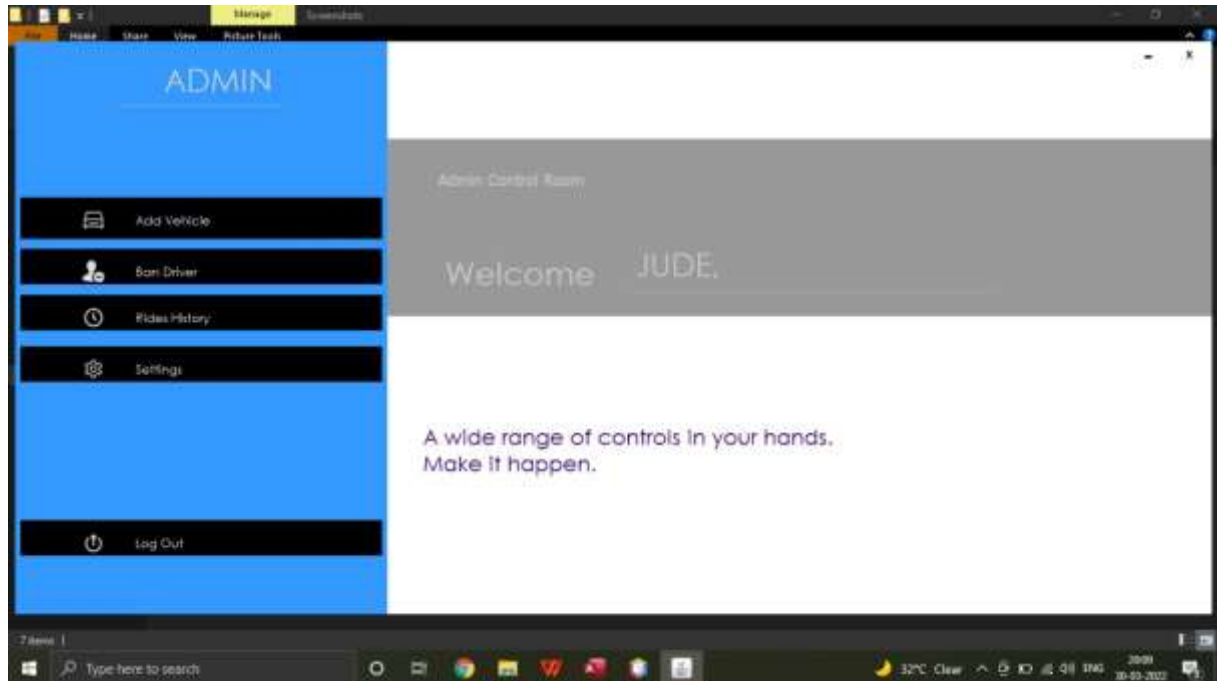
The screenshot displays the ITSC application interface. On the left is a blue sidebar with the 'ITSC' logo and navigation buttons: 'Book Ride', 'My Rides', 'Bus Rides', and 'Log Out'. The main content area is titled 'Here's list of Vehler's Rides' and contains a table with ride details. The table has columns for Date, Username, DriverName, DriverCont..., VehiclePlate, VehicleName, Posom, Tee, StartTime, EndTime, and RideStatus. Three rows of data are visible, all with a 'Full' status. The bottom of the screen shows a Windows taskbar with the date 30-03-2022 and temperature 32°C.

Date	Username	DriverName	DriverCont...	VehiclePlate	VehicleName	Posom	Tee	StartTime	EndTime	RideStatus
	james	james dms...	23424	1203-0921	Fort Raptor	Binabagan	Himamala			Full
	manoj	Shreyash	9895959958	null	null	Cumagure...	Himamala			Full
	manoj	Shreyash	9895959958	null	null	Himamala	Himamala			Full

BIG WHEELS SERVICES



BIG WHEELS SERVICES



8.3 SAMPLE PROGRAM CODE

```
<?xml version="1.0" encoding="UTF-8" ?>

<Form version="1.3" maxVersion="1.9"
type="org.netbeans.modules.form.forminfo.JFrameFormInfo">
  <Properties>
    <Property name="defaultCloseOperation" type="int" value="3"/>
    <Property name="undecorated" type="boolean" value="true"/>
  </Properties>
  <SyntheticProperties>
    <SyntheticProperty name="formSize" type="java.awt.Dimension" value="-
84,-
19,0,5,115,114,0,18,106,97,118,97,46,97,119,116,46,68,105,109,101,110,115,10
5,111,110,65,-114,-39,-41,-
84,95,68,20,2,0,2,73,0,6,104,101,105,103,104,116,73,0,5,119,105,100,116,104,1
20,112,0,0,2,-126,0,0,5,-100"/>
    <SyntheticProperty name="formSizePolicy" type="int" value="0"/>
    <SyntheticProperty name="generateSize" type="boolean" value="true"/>
    <SyntheticProperty name="generateCenter" type="boolean" value="true"/>
  </SyntheticProperties>
  <AuxValues>
    <AuxValue name="FormSettings_autoResourcing" type="java.lang.Integer"
value="0"/>
    <AuxValue name="FormSettings_autoSetComponentName"
type="java.lang.Boolean" value="false"/>
    <AuxValue name="FormSettings_generateFQN" type="java.lang.Boolean"
value="true"/>
    <AuxValue name="FormSettings_generateMnemonicsCode"
type="java.lang.Boolean" value="false"/>
    <AuxValue name="FormSettings_i18nAutoMode" type="java.lang.Boolean"
value="false"/>
    <AuxValue name="FormSettings_layoutCodeTarget"
type="java.lang.Integer" value="1"/>
    <AuxValue name="FormSettings_listenerGenerationStyle"
type="java.lang.Integer" value="0"/>
  </AuxValues>
</Form>
```

```
<AuxValue name="FormSettings_variablesLocal" type="java.lang.Boolean"
value="false"/>
```

```
<AuxValue name="FormSettings_variablesModifier"
type="java.lang.Integer" value="2"/>
```

```
</AuxValues>
```

```
<Layout>
```

```
<DimensionLayout dim="0">
```

```
<Group type="103" groupAlignment="0" attributes="0">
```

```
<Component id="jPanel3" min="-2" max="-2" attributes="0"/>
```

```
</Group>
```

```
</DimensionLayout>
```

```
<DimensionLayout dim="1">
```

```
<Group type="103" groupAlignment="0" attributes="0">
```

```
<Component id="jPanel3" alignment="0" max="32767" attributes="0"/>
```

```
</Group>
```

```
</DimensionLayout>
```

```
</Layout>
```

```
<SubComponents>
```

```
<Container class="javax.swing.JPanel" name="jPanel3">
```

```
<Properties>
```

```
<Property name="background" type="java.awt.Color"
editor="org.netbeans.beaninfo.editors.ColorEditor">
```

```
<Color blue="ff" green="99" red="33" type="rgb"/>
```

```
</Property>
```

```
</Properties>
```

```
<Layout>
```

```
<DimensionLayout dim="0">
```

```
<Group type="103" groupAlignment="0" attributes="0">
```

```
<Group type="102" alignment="0" attributes="0">
```

```
<Group type="103" groupAlignment="0" attributes="0">
```

```
<Group type="102" attributes="0">
```

```
<Group type="103" groupAlignment="0" attributes="0">
```

```
<Group type="102" alignment="0" attributes="0">
```

```
<EmptySpace min="-2" pref="117" max="-2"
```

```
attributes="0"/>
```

```
<Component id="jSeparator3" min="-2" pref="183"
max="-2" attributes="0"/>
```

```
<EmptySpace min="0" pref="100" max="32767"
attributes="0"/>
```

```
</Group>
```



```

    <Group type="102" attributes="0">
        <EmptySpace max="-2" attributes="0"/>
        <Group type="103" groupAlignment="0" attributes="0">
            <Component id="addVehicleButton" alignment="0"
max="32767" attributes="0"/>
            <Group type="102" alignment="0" attributes="0">
                <EmptySpace min="-2" pref="305" max="-2"
attributes="0"/>
                <Component id="removeVehicleButton"
max="32767" attributes="0"/>
            </Group>
            <Component id="settingsButton" alignment="0"
max="32767" attributes="0"/>
            <Component id="logOutButton" alignment="0"
max="32767" attributes="0"/>
            <Component id="banDriverButton" max="32767"
attributes="0"/>
            <Component id="ridesHistoryButton" max="32767"
attributes="0"/>
        </Group>
    </Group>
    <EmptySpace max="-2" attributes="0"/>
</Group>
<Group type="102" alignment="0" attributes="0">
    <EmptySpace min="-2" pref="163" max="-2" attributes="0"/>
    <Component id="jLabel1" min="-2" max="-2" attributes="0"/>
    <EmptySpace max="32767" attributes="0"/>
</Group>
<Component id="jPanel1" min="-2" max="-2" attributes="0"/>
</Group>
</DimensionLayout>
<DimensionLayout dim="1">
    <Group type="103" groupAlignment="0" attributes="0">
        <Group type="102" alignment="0" attributes="0">
            <EmptySpace min="-2" pref="20" max="-2" attributes="0"/>
            <Component id="jLabel1" min="-2" max="-2" attributes="0"/>
            <EmptySpace max="-2" attributes="0"/>
            <Component id="jSeparator3" min="-2" pref="10" max="-2"
attributes="0"/>

```

```

    <EmptySpace min="-2" pref="108" max="-2" attributes="0"/>
    <Component id="addVehicleButton" min="-2" pref="40" max="-2"
attributes="0"/>
    <EmptySpace max="-2" attributes="0"/>
    <Component id="banDriverButton" min="-2" max="-2"
attributes="0"/>
    <EmptySpace max="-2" attributes="0"/>
    <Component id="ridesHistoryButton" min="-2" max="-2"
attributes="0"/>
    <EmptySpace max="-2" attributes="0"/>
    <Component id="removeVehicleButton" min="-2" max="-2"
attributes="0"/>
    <EmptySpace max="-2" attributes="0"/>
    <Component id="settingsButton" min="-2" max="-2"
attributes="0"/>
    <EmptySpace pref="123" max="32767" attributes="0"/>
    <Component id="logOutButton" min="-2" max="-2" attributes="0"/>
    <EmptySpace min="-2" pref="106" max="-2" attributes="0"/>
  </Group>
  <Component id="jPanel1" alignment="0" max="32767"
attributes="0"/>
</Group>
</DimensionLayout>
</Layout>
<SubComponents>
  <Component class="javax.swing.JSeparator" name="jSeparator3">
  </Component>
  <Component class="javax.swing.JLabel" name="jLabel1">
    <Properties>
      <Property name="font" type="java.awt.Font"
editor="org.netbeans.beaninfo.editors.FontEditor">
        <Font name="Century Gothic" size="36" style="0"/>
      </Property>
      <Property name="foreground" type="java.awt.Color"
editor="org.netbeans.beaninfo.editors.ColorEditor">
        <Color blue="cc" green="cc" red="cc" type="rgb"/>
      </Property>
      <Property name="text" type="java.lang.String" value="ITSC"/>
    </Properties>
  </Component>
  <Container class="javax.swing.JPanel" name="addVehicleButton">
    <Properties>

```

```

    <Property name="background" type="java.awt.Color"
editor="org.netbeans.beaninfo.editors.ColorEditor">
    <Color blue="0" green="0" red="0" type="rgb"/>
    </Property>
</Properties>
<Events>
    <EventHandler event="mouseClicked"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="addVehicleButtonMouseClicked"/>
    <EventHandler event="mouseEntered"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="addVehicleButtonMouseEntered"/>
    <EventHandler event="mouseExited"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="addVehicleButtonMouseExited"/>
</Events>

<Layout
class="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout">
    <Property name="useNullLayout" type="boolean" value="false"/>
</Layout>
<SubComponents>
    <Component class="javax.swing.JLabel" name="jLabel4">
        <Properties>
            <Property name="font" type="java.awt.Font"
editor="org.netbeans.beaninfo.editors.FontEditor">
                <Font name="Century Gothic" size="14" style="0"/>
            </Property>
            <Property name="foreground" type="java.awt.Color"
editor="org.netbeans.beaninfo.editors.ColorEditor">
                <Color blue="f0" green="f0" red="f0" type="rgb"/>
            </Property>
            <Property name="text" type="java.lang.String" value="Add
Vehicle"/>
        </Properties>
        <Constraints>
            <Constraint
layoutClass="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayo
ut"

```

```

value="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout$AbsoluteConstraintsDescription">
    <AbsoluteConstraints x="130" y="10" width="-1" height="30"/>
    </Constraint>
</Constraints>
</Component>
<Component class="javax.swing.JLabel" name="jLabel6">
    <Properties>
        <Property name="icon" type="javax.swing.Icon"
editor="org.netbeans.modules.form.editors2.IconEditor">
            <Image iconType="3"
name="/Images/icons8_Transportation_25px.png"/>
        </Property>
    </Properties>
    <Constraints>
        <Constraint
layoutClass="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout"
value="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout$AbsoluteConstraintsDescription">
            <AbsoluteConstraints x="70" y="10" width="57" height="30"/>
            </Constraint>
        </Constraints>
    </Component>
</SubComponents>
</Container>
<Container class="javax.swing.JPanel" name="removeVehicleButton">
    <Properties>
        <Property name="background" type="java.awt.Color"
editor="org.netbeans.beaninfo.editors.ColorEditor">
            <Color blue="66" green="0" red="33" type="rgb"/>
        </Property>
    </Properties>
    <Events>
        <EventHandler event="mouseEntered"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="removeVehicleButtonMouseEntered"/>
        <EventHandler event="mouseExited"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="removeVehicleButtonMouseExited"/>
    </Events>
</Container>

```

</Events>

```

<Layout
class="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout">
  <Property name="useNullLayout" type="boolean" value="false"/>
</Layout>
<SubComponents>
  <Container class="javax.swing.JPanel" name="addVehicleButton5">
    <Properties>
      <Property name="background" type="java.awt.Color"
editor="org.netbeans.beaninfo.editors.ColorEditor">
        <Color blue="66" green="0" red="33" type="rgb"/>
      </Property>
    </Properties>
    <Events>
      <EventHandler event="mouseEntered"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="addVehicleButton5MouseEntered"/>
      <EventHandler event="mouseExited"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="addVehicleButton5MouseExited"/>
    </Events>
    <Constraints>
      <Constraint
layoutClass="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayo
ut"
value="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout$Abs
oluteConstraintsDescription">
        <AbsoluteConstraints x="0" y="0" width="-1" height="-1"/>
      </Constraint>
    </Constraints>

    <Layout
class="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout">
      <Property name="useNullLayout" type="boolean" value="false"/>
    </Layout>
  </Container>
</SubComponents>
</Container>
<Container class="javax.swing.JPanel" name="banDriverButton">

```

```

<Properties>
  <Property name="background" type="java.awt.Color"
editor="org.netbeans.beaninfo.editors.ColorEditor">
    <Color blue="0" green="0" red="0" type="rgb"/>
  </Property>
</Properties>
<Events>
  <EventHandler event="mouseClicked"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="banDriverButtonMouseClicked"/>
  <EventHandler event="mouseEntered"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="banDriverButtonMouseEntered"/>
  <EventHandler event="mouseExited"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="banDriverButtonMouseExited"/>
</Events>

<Layout
class="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout">
  <Property name="useNullLayout" type="boolean" value="false"/>
</Layout>
<SubComponents>
  <Component class="javax.swing.JLabel" name="jLabel12">
    <Properties>
      <Property name="font" type="java.awt.Font"
editor="org.netbeans.beaninfo.editors.FontEditor">
        <Font name="Century Gothic" size="14" style="0"/>
      </Property>
      <Property name="foreground" type="java.awt.Color"
editor="org.netbeans.beaninfo.editors.ColorEditor">
        <Color blue="f0" green="f0" red="f0" type="rgb"/>
      </Property>
      <Property name="text" type="java.lang.String" value="Ban Driver"/>
    </Properties>
    <Constraints>
      <Constraint
layoutClass="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayo
ut"

```

```

value="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout$AbsoluteConstraintsDescription">
    <AbsoluteConstraints x="130" y="10" width="-1" height="30"/>
    </Constraint>
</Constraints>
</Component>
<Component class="javax.swing.JLabel" name="jLabel13">
    <Properties>
        <Property name="icon" type="javax.swing.Icon"
editor="org.netbeans.modules.form.editors2.IconEditor">
            <Image iconType="3" name="/Images/icons8_Denied_25px.png"/>
        </Property>
    </Properties>
    <Constraints>
        <Constraint
layoutClass="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout"
value="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout$AbsoluteConstraintsDescription">
            <AbsoluteConstraints x="70" y="10" width="57" height="30"/>
        </Constraint>
    </Constraints>
</Component>
</SubComponents>
</Container>
<Container class="javax.swing.JPanel" name="ridesHistoryButton">
    <Properties>
        <Property name="background" type="java.awt.Color"
editor="org.netbeans.beaninfo.editors.ColorEditor">
            <Color blue="0" green="0" red="0" type="rgb"/>
        </Property>
    </Properties>
    <Events>
        <EventHandler event="mouseClicked"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="ridesHistoryButtonMouseClicked"/>
        <EventHandler event="mouseEntered"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="ridesHistoryButtonMouseEntered"/>
    </Events>
</Container>

```

```

    <EventHandler event="mouseExited"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="ridesHistoryButtonMouseExited"/>
</Events>

<Layout
class="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout">
    <Property name="useNullLayout" type="boolean" value="false"/>
</Layout>
<SubComponents>
    <Component class="javax.swing.JLabel" name="jLabel16">
        <Properties>
            <Property name="font" type="java.awt.Font"
editor="org.netbeans.beaninfo.editors.FontEditor">
                <Font name="Century Gothic" size="14" style="0"/>
            </Property>
            <Property name="foreground" type="java.awt.Color"
editor="org.netbeans.beaninfo.editors.ColorEditor">
                <Color blue="f0" green="f0" red="f0" type="rgb"/>
            </Property>
            <Property name="text" type="java.lang.String" value="Rides
History"/>
        </Properties>
        <Constraints>
            <Constraint
layoutClass="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayo
ut"
value="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout$Abs
oluteConstraintsDescription">
                <AbsoluteConstraints x="130" y="10" width="-1" height="30"/>
            </Constraint>
        </Constraints>
    </Component>
    <Component class="javax.swing.JLabel" name="jLabel17">
        <Properties>
            <Property name="icon" type="javax.swing.Icon"
editor="org.netbeans.modules.form.editors2.IconEditor">
                <Image iconType="3" name="/Images/icons8_Clock_25px.png"/>
            </Property>
        </Properties>
        <Constraints>

```



```

    <Constraint
layoutClass="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayo
ut"
value="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout$Abs
oluteConstraintsDescription">
    <AbsoluteConstraints x="70" y="10" width="57" height="30"/>
    </Constraint>
</Constraints>
</Component>
</SubComponents>
</Container>
<Container class="javax.swing.JPanel" name="settingsButton">
    <Properties>
        <Property name="background" type="java.awt.Color"
editor="org.netbeans.beaninfo.editors.ColorEditor">
            <Color blue="0" green="0" red="0" type="rgb"/>
        </Property>
    </Properties>
    <Events>
        <EventHandler event="mouseClicked"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="settingsButtonMouseClicked"/>
        <EventHandler event="mouseEntered"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="settingsButtonMouseEntered"/>
        <EventHandler event="mouseExited"
listener="java.awt.event.MouseListener"
parameters="java.awt.event.MouseEvent"
handler="settingsButtonMouseExited"/>
    </Events>

    <Layout
class="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout">
        <Property name="useNullLayout" type="boolean" value="false"/>
    </Layout>
    <SubComponents>
        <Component class="javax.swing.JLabel" name="jLabel18">
            <Properties>
                <Property name="font" type="java.awt.Font"
editor="org.netbeans.beaninfo.editors.FontEditor">

```

```

    <Font name="Century Gothic" size="14" style="0"/>
  </Property>
  <Property name="foreground" type="java.awt.Color"
editor="org.netbeans.beaninfo.editors.ColorEditor">
    <Color blue="f0" green="f0" red="f0" type="rgb"/>
  </Property>
  <Property name="text" type="java.lang.String" value="Settings"/>
</Properties>
<Constraints>
  <Constraint
layoutClass="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayo
ut"
value="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout$Abs
oluteConstraintsDescription">
    <AbsoluteConstraints x="130" y="10" width="-1" height="30"/>
  </Constraint>
</Constraints>
</Component>
<Component class="javax.swing.JLabel" name="jLabel19">
  <Properties>
    <Property name="icon" type="javax.swing.Icon"
editor="org.netbeans.modules.form.editors2.IconEditor">
      <Image iconType="3" name="/Images/icons8_Settings_25px.png"/>
    </Property>
  </Properties>
  <Constraints>
    <Constraint
layoutClass="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayo
ut"
value="org.netbeans.modules.form.compat2.layouts.DesignAbsoluteLayout$Abs
oluteConstraintsDescription">
      <AbsoluteConstraints x="70" y="10" width="57" height="30"/>
    </Constraint>
  </Constraints>
</Component>
</SubComponents>
</Container>

```

THANK YOU